FIG. 1

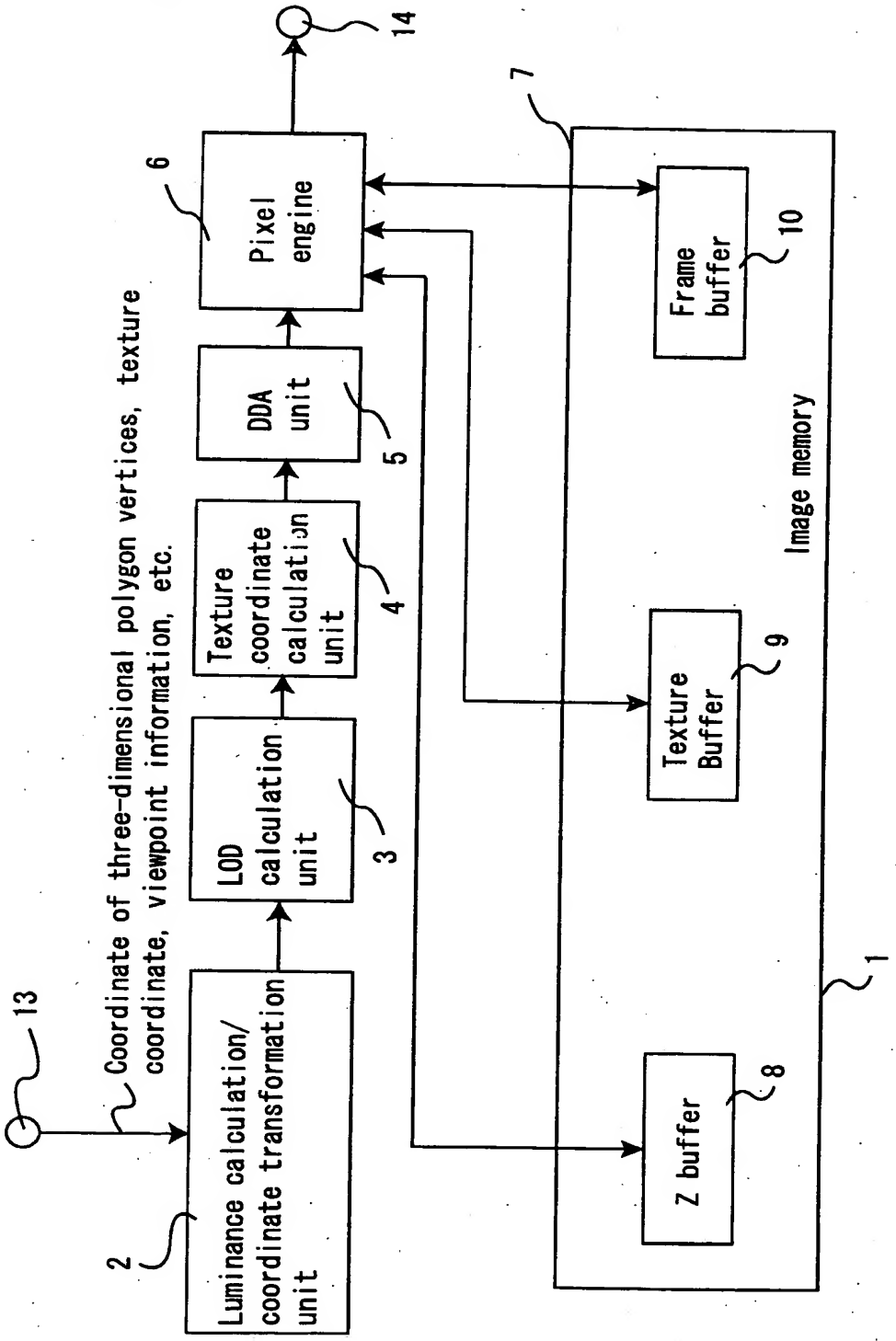

13
Coordinate of three-dimensional polygon vertices, texture coordinate, viewpoint information, etc.
2
Luminance calculation/ coordinate transformation unit
3
LOD calculation unit
4
Texture coordinate calculation unit
5
DDA unit
6
Pixel engine
14
7
Image memory
1
Z buffer
8
Texture Buffer
9
Frame buffer
10

FIG. 2

No.	R	G	B	A
00	ff	00	00	80
01	00	ff	00	80
02	00	00	00	80
03	00	00	00	80
.	.	.	.	.
.	.	.	.	.
.	.	.	.	.
ff	00	00	00	80

EP 0 674 287 A2

FIG. 3

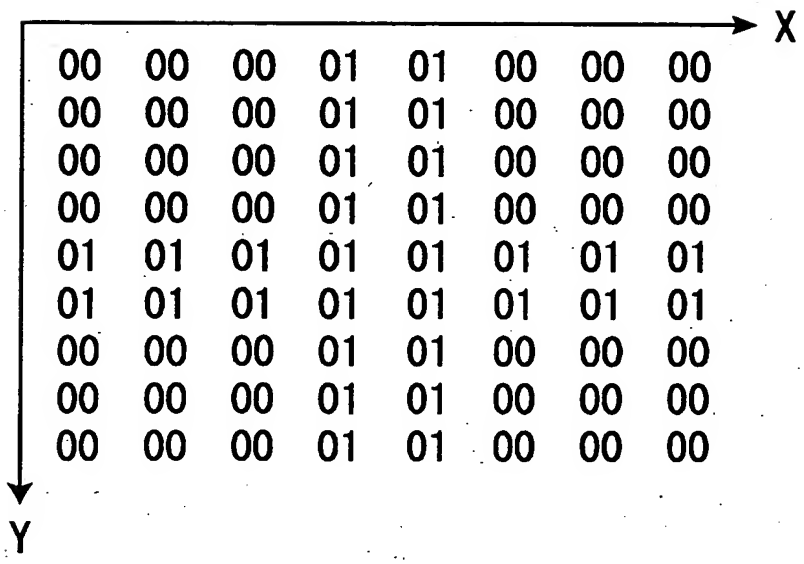


FIG. 4

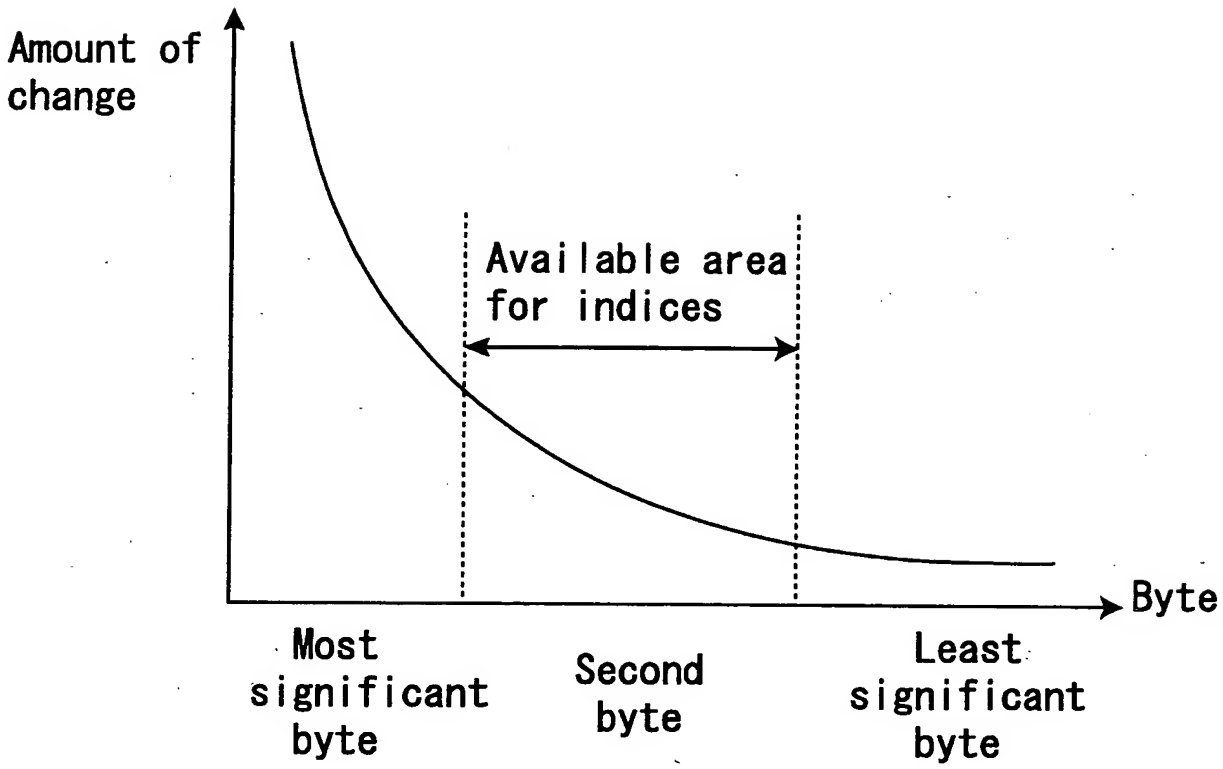
No.	R	G	B	A
00	ff	00	00	ff
01	00	ff	00	fe
02	00	00	00	fd
03	00	00	00	fc
.	.	.	.	.
.	.	.	.	.
.	.	.	.	.
ff	00	00	00	00

EP 0 701 207 A2

FIG. 5

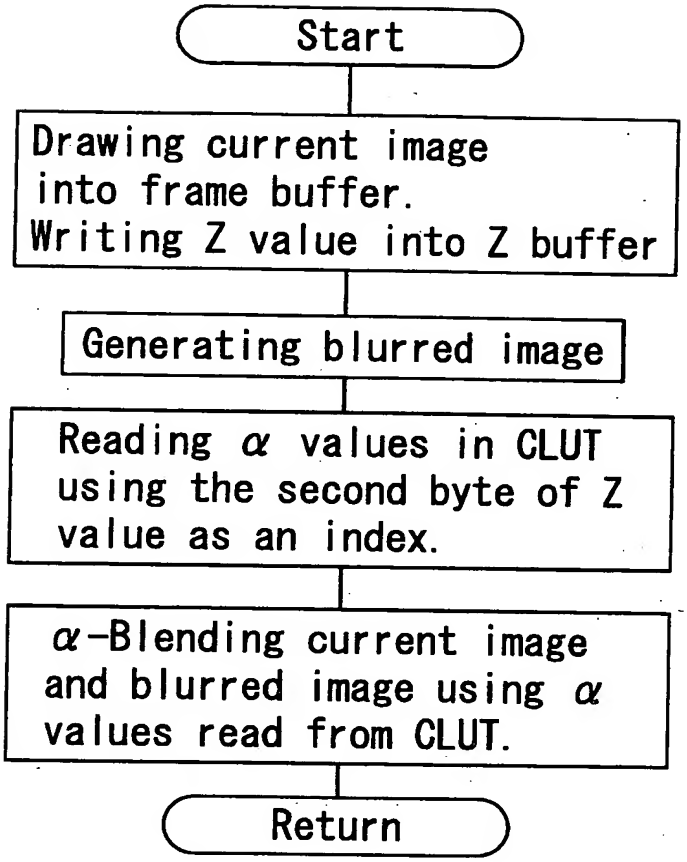
Most significant byte	Second byte	Least significant byte

FIG. 6



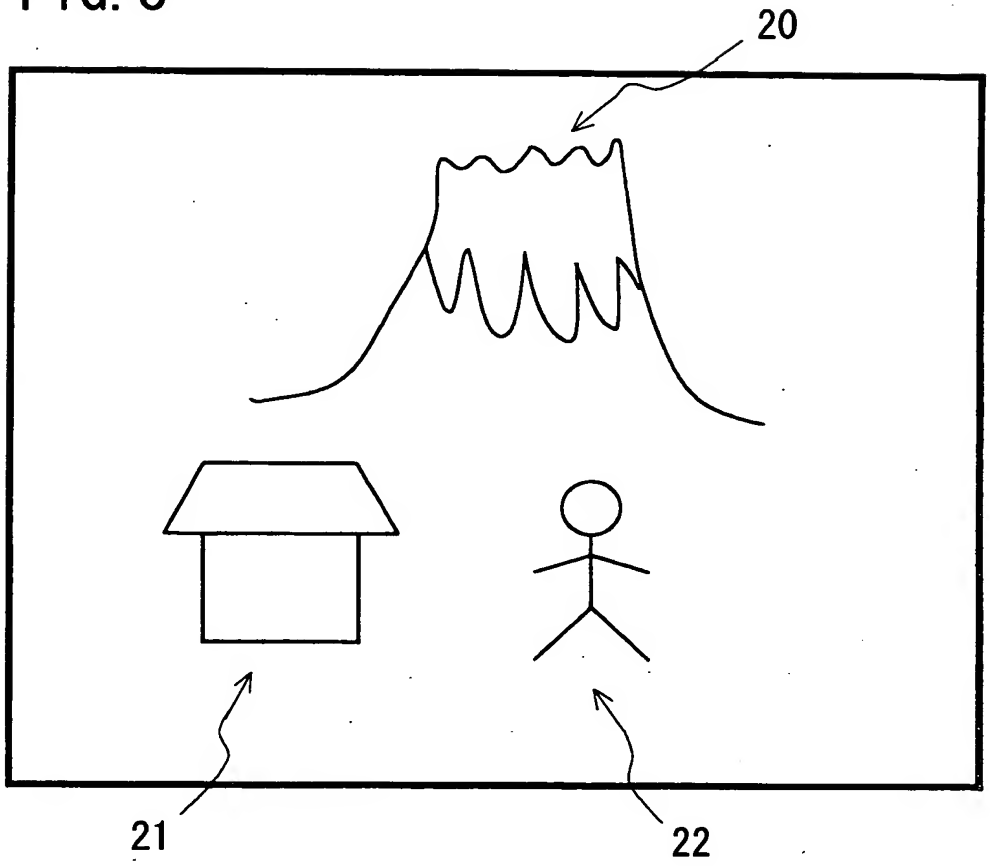
EPO/EPO/2022/04/04

FIG. 7



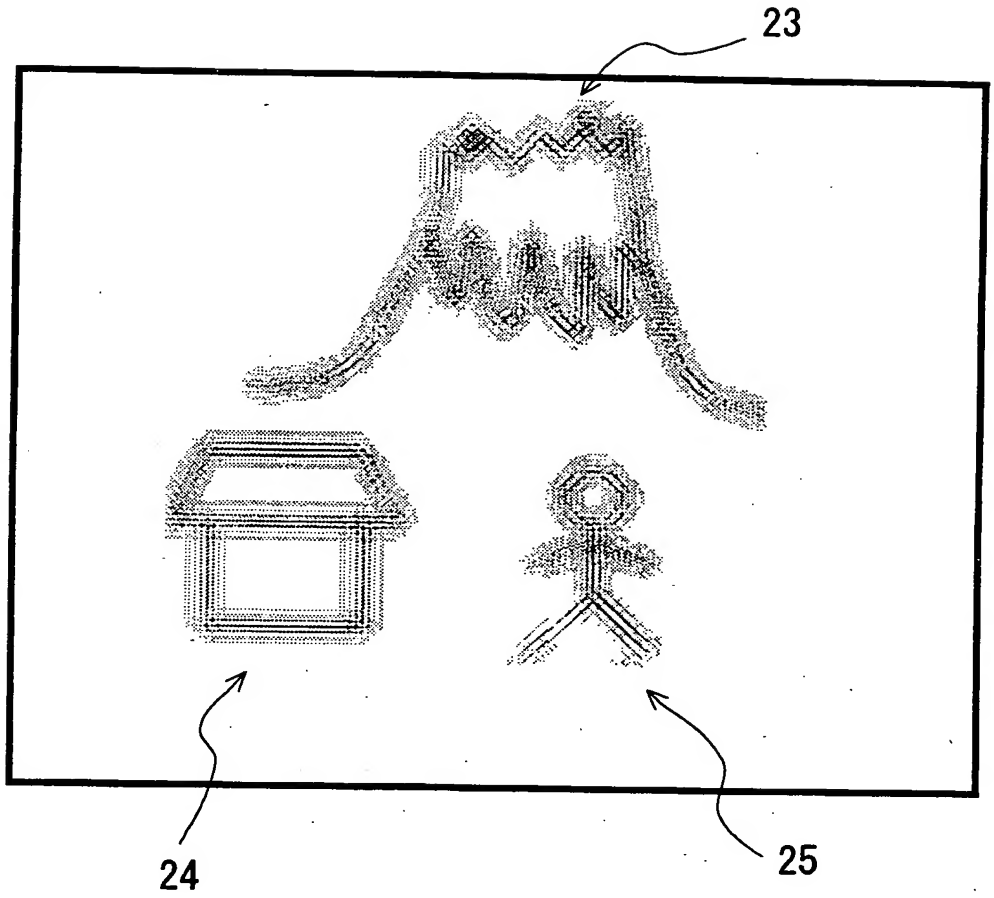
EPO - DG 2 - 25.04.2003

FIG. 8



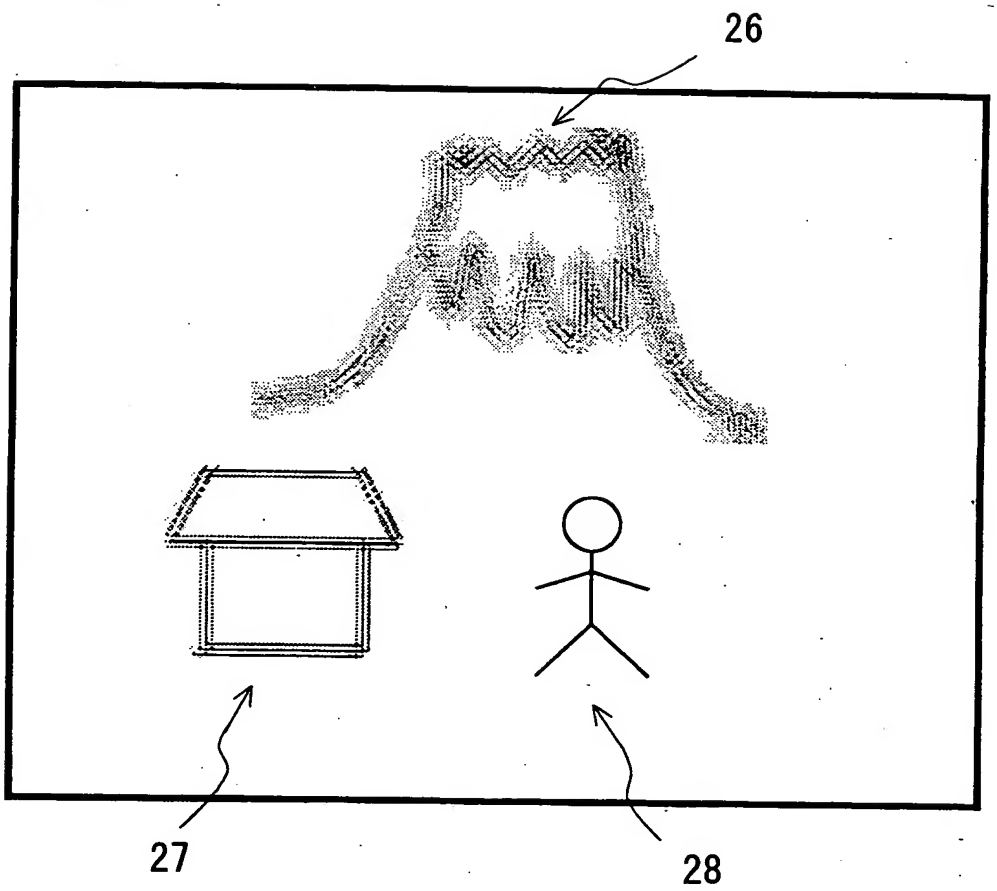
EPO - DG 2 - 15.05.07

FIG. 9



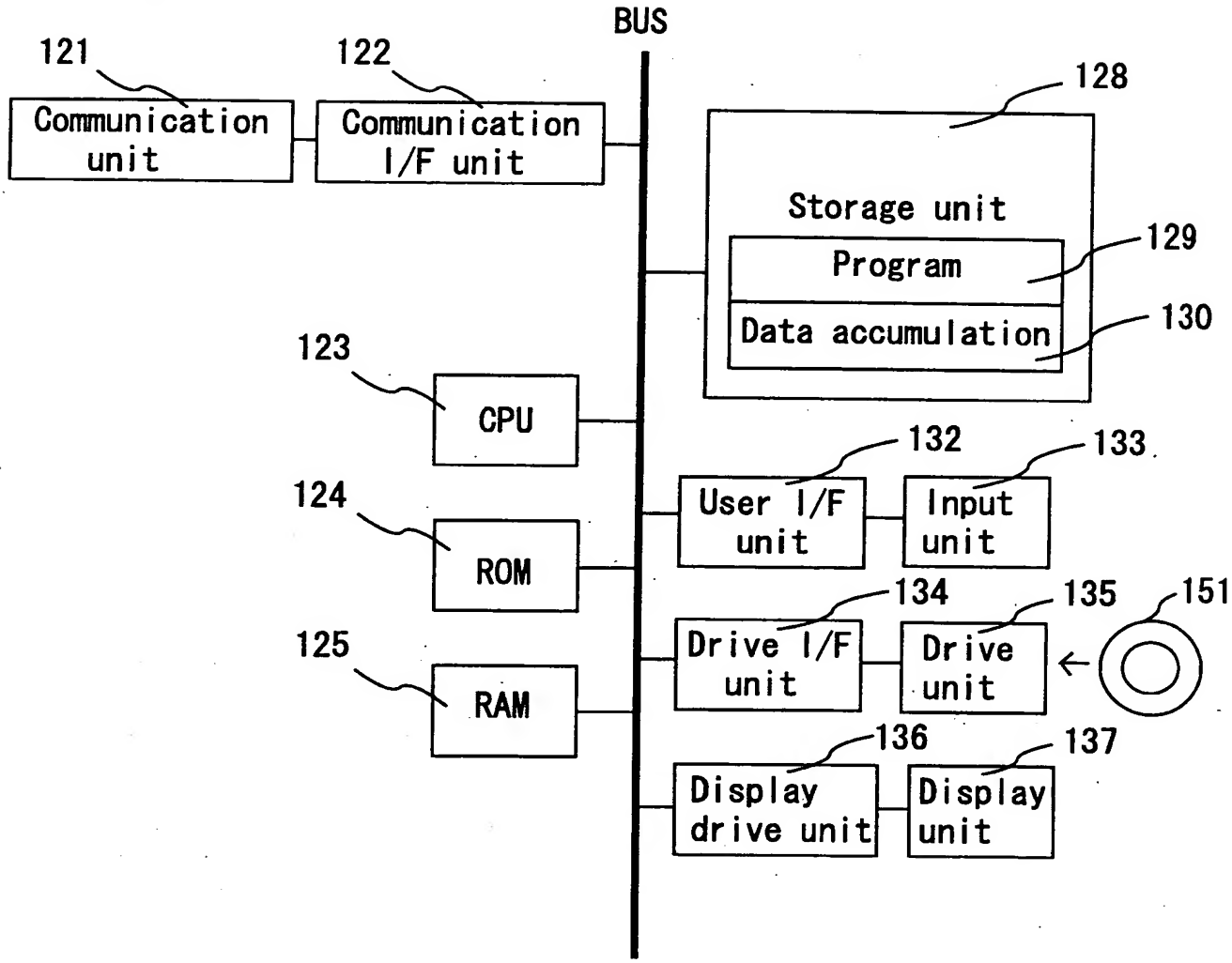
EP 1 501 226 A1

FIG. 10



FOOTPRINT: 2002FOOT

FIG. 11


BUS
121
Communication unit
122
Communication I/F unit
128
Storage unit
129
Program
130
Data accumulation
123
CPU
124
ROM
125
RAM
132
User I/F unit
133
Input unit
134
Drive I/F unit
135
Drive unit
151
136
Display drive unit
137
Display unit